Subject: Re: SCGI Class
Posted by Mindtraveller on Fri, 25 Mar 2011 15:32:49 GMT

OK, the problem is solved for now.
To support multiple connections on high-load projects we just need to increase listen_count parameter for server socket. So I propose a little update to ScgiServer class:

```
void ScgiServer::Run(int listenCount /*= 10*/)
{
 ServerSocket(serverSock, port, false, listenCount);
 ...
```

That's it. With this little patch scgi server withListenCount = 10000 handles more than 1500 connection requests per second and processing more than 8000 sessions simultaniously.